



dynamic networks

projectOUTREACH®

The Destination

Where This Challenge Will Take You!

Smoke signals! Tweets! Printing presses! Blogs! For hundreds of years, Communication Tools have been used to connect people and to change the world. Now it's your turn! Use the united energy of people in your community for a cause you care about. You have the power!

Points of Interest!

This Challenge has two distinct portions:

- First, your team will design and carry out a Project to address a real community need and integrate a social network.
- Second, at the Tournament, your team will showcase your Project with an Album and a Presentation, as well as complete an *Instant Challenge*.

projectOUTREACH: Dynamic Networks is ONLY available to teams assigned to Middle, Secondary, and University Levels. There will not be an Elementary Level at Tournaments.

In order to successfully solve this Challenge, teams must read and follow:

Team Challenge

I. The Central Challenge

A. The Project

B. The Tournament

II. Side Trips

III. Presentation Site

IV. Scoring and Reward Points

Rules of the Road

Published Clarifications

(online at www.IDODI.org)

The information in these materials is binding for all teams.

Team Managers are strongly encouraged to read and use:

- ☐ *Team Manager Guide*
- ☐ *Instant Challenge Practice Set*
- ☐ *TravelGuide for Teams* (available online after Jan. 1, 2011)

Educational Focus

Service Learning, Civic Responsibility, Social Science, Partnerships, Fundraising, Progress Monitoring, Evaluation, Teamwork

The Project

- Use creative problem solving tools to identify and select at least one community need.
- Design and carry out a team Project to address the need.
- Use at least one Social Network to address the need.
- Use at least two Communication Tools within a Social Network in your Project.

The Tournament

- Compile an Album to document your Project.
- Create and perform a Presentation that showcases your Project.
- Include an Artistic Representation of a Social Network used in your Project in your Presentation.

Time Limit

The time limit for your team's Project is up to you, as is the way you design and carry it out. You will record the timeline for your Project in the Album.

Your team must complete your Tournament Presentation (including setup) in eight minutes.

Team Budget:

The Project requirement has no budget limit. However, the total value of the materials used in the Tournament, which includes the Presentation and the Album, may not exceed \$125US.

Roadmap for Success

This Challenge can be solved on many levels, ranging from the simple to the complex.

We recognize that there are different ways to be creative. This Challenge is designed to engage all types of creativity—including off-the-wall, outlandish thinking, analytical thinking, and everything in between. Please approach this Challenge in the true spirit of Destination ImagiNation: try foremost to solve the Challenge. If you find the intent or any of the details of the Challenge unclear, we encourage you to ask for a Clarification. (See the *Rules of the Road*.) Remember—if it doesn't say you can't, then you can. However, if it says you "must" perform specific requirements, then those requirements have to be met.

Team Number

Teams and individuals using these Program Materials must hold 2010-11 Team Numbers. The Destination ImagiNation Team Number is a license to compete in sanctioned Tournaments and/or to use the Program Materials for educational purposes within your team, school, group or organization. Online access to Program Materials for teams who have purchased Team Numbers is available at www.IDODI.org.

- ☐ My 2010-11 Team Number is: ____ - ____
- ☐ My team is planning to compete in a sanctioned Tournament.
- ☐ I have registered for that Tournament with the:
 - ☐ Regional or
 - ☐ Affiliate Director

I. THE CENTRAL CHALLENGE (240 POINTS)

A. THE PROJECT

1. **The Intent of this Challenge** is for your team to design and carry out a Project that addresses a need in your community. **Your team may define community narrowly or broadly. You may continue a projectOUTREACH project from a previous year, but your project will be scored according to how this year's activities meet the requirements for this year's Challenge.**
2. New Projects start with investigating the needs in your community. For the purpose of this Challenge, a community is a group of people with at least one common need. The projectOUTREACH Challenge does not specify the type of need your Project will address. As you begin, look for many, varied and unusual opportunities, themes, or issues; it isn't necessary to select the first one you think of. Generate many possibilities, and then focus on the need that your team wants to address. Your team may discover and address any community need. If you are continuing a Project from a previous year, you will want to review the approach used to address the community need and identify ways to improve that approach.
3. Integrate at least one **Social Network** into your Project. See Special Definition at right. You may build a new Social Network, or use a Social Network that already exists. Your team will earn points for the creative use of the Social Network to address the community need, as explained in the Project Summary.
4. Social Networks have many ways of sharing information and accomplishing tasks. Your team must use at least two **Communication Tools** to meet your Project goals. See Special Definition at right. Your team will earn points for your creative use of these tools in the Project, as explained in the Project Summary.
5. For projectOUTREACH, you are encouraged to seek Community Partners to help you with your Project. A Community Partner is a person or group that is not part of your team. Your Partner may give you advice, information, money or labor. However, your team must choose, design and be in control of the Project and its progress.



Special Definitions

Social Network: An association of people drawn together by a specific common interest, cause or event.

Communication Tools: Methods for sharing information within a Social Network. Communication Tools help the Social Network address the Community need. Communication Tools may use technical methods and/or direct personal contact. There are many types of Communication Tools. Examples include: town hall meetings, fundraising events, printed flyers, radio, newspaper, social media Web sites or television. Your team should generate many and varied ideas of Communication Tools you might use. Feel free to invent a new tool or use an old tool in a new way. Then focus on the Communication Tools which best meet your Project's goals.

6. As you begin to design and carry out the Project, it is important to review the Tournament portion of the Challenge. Make sure your team collects all the information needed to complete your **Album**, including the Project Data Forms. Good record keeping will make it easier to put your Album together when the Project portion is finished.

B. THE TOURNAMENT

At the Tournament, your team will showcase your Project with an Album and a Presentation. Both the Album and the Presentation should feature the process your team used to design and carry out your Project.

1. **The Album.** The Album is written documentation of the process your team used to design and carry out your Project. The Album has three parts: (a) Project Data Forms (brief, informative reports), (b) the Project Summary (an explanation of your project's originality and impact), and (c) other Project documentation the team chooses to include.

Special Procedural Note: The Album will be checked in at the Tournament. The Tournament Director will tell you where and when it will be checked in. At Check-in, the Album Appraisers may talk with the team about the Project as described in the Album as time allows. You will also receive instructions on how to get your Album back after the Tournament.



Special Notes

Internet: While use of the Internet is NOT REQUIRED by this Challenge, if your team chooses to use the Internet in your solution, you must avoid dangerous behavior. You must protect your personal information and personal safety when using the Internet in any way. You may not use illegal or unethical practices in your solution such as hacking, spam, viruses, Trojan horses or worms. All online contact with people should be with implied or explicit permission from those being contacted.

Continued Projects: If your team has continued a projectOUTREACH Project from a previous year and does not indicate this on the Project History Form, an Illegal Procedure deduction may be assessed.

- a. The team will earn points for including the completed official Project Data Forms in the Album (8.5in x 11in paper or A4 paper). These forms may not be modified. You will not earn points for creativity on these forms. The eight Project Data Forms are to help you keep track of the facts and figures of your Project, and you will need brief statements and descriptions, lists, and data to complete them. The information you record on these printed forms will help you develop your Project Summary Report. The first pages of your Album MUST be the completed official Project Data Forms, so the Appraisers can find them easily. These official Project Data Forms are provided with the Challenge and can be found online on the Resource page of www.IDODI.org.
 - i. **Project History:** For projects begun during this DI season, check the "NEW PROJECT" box on the form. No other information must be provided. For Projects that were begun in a previous year, check the "CONTINUING PROJECT" box on the form. Briefly describe the activities and accomplishments of this Project in prior years. Your team can earn points only for work completed this year.
 - ii. **Planning Process:** Briefly state the process you used to select a community need and to set the activities, budget and goals of your Project. Many resources are available to help you plan a Project.
 - iii. **Project Timeline:** Provide a timeline of the main activities in your Project.
 - iv. **Project Activities:** Briefly describe the activities you used to implement your Project and the people (including the team) who participated, and how they participated.
 - v. **Community Partners:** Identify any Community Partners (if any) and describe how you mobilized others to help you reach more of your Project goals.

- vi. **Financial Resources:** Describe the Project's funding, including how you obtained the funds, who provided the funds, and how they were used or distributed. (Note: This is separate from the cost of the Tournament components of this Challenge. There is no cost limit for the Project. The expenses for the Tournament Presentation and the Album are limited to a maximum of \$125US and must be listed on the *Expense Report*, which can be found in the *Rules of the Road*.)
- vii. **Project Results:** Describe quantitative and qualitative evidence for each of your Project's activities, as well as the overall impact of your Project. These are the facts and figures of the impact your Project had. Don't forget to take credit for the unintended consequences, too!
- viii. **Bibliography:** List the sources (including Web sites) you used in your research.
- b. **Project Summary:** Your team will earn points for a one-page Project Summary. Your team must provide two copies of the Project Summary. One copy will be included with the Album, and the other copy will be included with *Tournament Data Form*. The Project Summary must include:
 - i. A description of the originality of the approach used to meet your Project's goals. Your team will earn points for the originality of this approach, so be complete in this description.
 - ii. A description of the creative use of at least one Social Network and the creative use of two Communication Tools in the Project. Your team will earn points for the creative use of the Social Network and each of the Communication Tools, so be complete in this description. Clearly identify which Social Network will be scored, and identify the Communication Tools as #1 and #2.
 - iii. A team evaluation of the impact of the Project. Your team will earn points for the thoroughness of this evaluation. A thorough evaluation might include: how well your methods worked (actual impact) and changes you predict the Project will cause in the future (future impact). If your Project did not have any impact, this is important information to report, and it will not affect your score. Include ways you might produce more impact in the future.
- c. **Other documentation:** Your team will earn points for the creative methods used to present your Project in the Album and for how effectively the Album presents your Project. The Album cannot be or include electronic media, such as DVDs, iPODs®, or iPADS® because the equipment needed to view it may not be available at the Tournament site. There is no limit to the amount of material your team may include in the Album. The Appraisers may have as little as 15 minutes to appraise it, so the Album should be both clear and concise. Your team should focus on the most interesting and important information.
- 2. **The Presentation:** Create a live Presentation that is entertaining and informative and incorporates an Artistic Representation of a Social Network you used in your Project. An Artistic Representation can include, but is not limited to, original artwork, music, sounds, theatrical performance or a technical device.
 - a. The Presentation will dramatize the need you identified in your community and how your Project addressed that need. An Artistic Representation of the Social Network used in your Project will also

be included in the Presentation. The Presentation must tell about the team's process and results as you designed and carried out the Project. You will earn points for:

- i. Creative integration of the community need.
 - ii. Creative integration of the Project processes (including the Communication Tools).
 - iii. Creative integration of the Project results.
 - iv. Creativity of the Artistic Representation of a Social Network used in the Project.
- b. **Team Identification Sign:** Your team should provide a free-standing Identification Sign (ID Sign) displaying your team's Team Name, School/Organization Name, Team Number, and Level. It needs to be approximately 2ft x 3ft (0.61m x 0.91m) and cannot be used as a scoring element. (See "Team Identification Sign" section in *Rules of the Road*.)

II. SIDE TRIPS

- A. In addition to the above requirements, the team must present TWO creations, called *Side Trips*, that show off the team members' interests, skills, areas of strength, and talents. Team members may create anything they wish for *Side Trips* including props, music, technical gadgets, costumes, physical actions, etc.
- 1. Your team must present both *Side Trips* as part of the eight-minute Presentation, and each *Side Trip* must have a meaningful relationship to the team's *Central Challenge* solution. The solution includes the Project and the Presentation, so the *Side Trip* must have a meaningful connection to one or both of them. Your team must briefly describe each *Side Trip* on the *Tournament Data Form* found at the end of this Challenge.
 - 2. A *Side Trip* may not be a specific item that is already scored in the Presentation. A *Side Trip* MAY be a single unique PART of a required item, as long as it can be evaluated as a standalone item. Your team may present both *Side Trips* at the same time ONLY IF both can be easily identified and scored separately. Your team can find examples of these situations in the *Rules of the Road*.
 - 3. Your team will earn points for each *Side Trip* in three ways:
 - a. Creativity and Originality.
 - b. Quality, Workmanship and/or Effort that is evident.
 - c. Relationship to your Project and/or Presentation.

III. PRESENTATION SITE:

- A. **Floor Surface:** Destination ImagiNation strongly suggests that the Presentation Site be a large space with a hard floor such as wood, linoleum, concrete or very short-napped carpet. Teams should be prepared to deal with a variety of floor surfaces.
- B. **Site Size:** The minimum required overall size of the Presentation Site is 8ft deep x 10ft wide (2.44m x 3.05m), but teams may use any additional space that Tournament officials designate as available. The 8ft x 10ft site will not be taped.

- C. **Electrical Power:** A 3-prong electrical outlet will be provided at the edge of each Presentation Site for the team's use.

IV. SCORING AND REWARD POINTS

The teams participating in projectOUTREACH do not directly compete against each other. Scoring reflects how well the team met the Challenge criteria, rather than how it compared to other teams. The raw team scores will be scaled as described in the *Rules of the Road*, and after the scores are scaled they will be categorized according to the percentage of the total points earned by the team. (There are 400 possible points—240 *Central Challenge*, 60 *Side Trips*, and 100 *Instant Challenge*.)

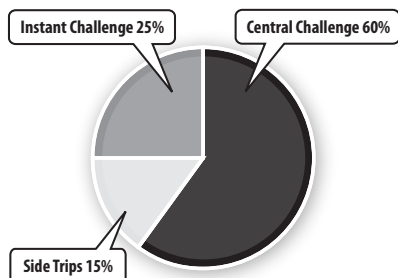
- Outstanding: 90 to 100%
- Excellent: 80 to 89%
- Good: 70 to 79%
- Great Start: 69% or less

Every team reaching the Outstanding category at an Affiliate Tournament will be invited to attend Global Finals. The procedure for advancement from Regional Tournament to Affiliate Tournament will be determined by that Affiliate.

Team Challenge Scoring at a Glance



Putting It All Together



REWARD POINTS

	ELEMENT	POINTS	DETAIL
CENTRAL CHALLENGE			
		UP TO 240	
1.	THE ALBUM	UP TO 150	
	a. Project Data Forms	Up to 40	B.1.a
	i. Project History Form	0 or 5	B.1.a.i
	ii. Statement of Project planning process	0 or 5	B.1.a.ii
	iii. Statement of Project timeline	0 or 5	B.1.a.iii
	iv. Description of Project activities	0 or 5	B.1.a.iv
	v. Identification of Community Partners	0 or 5	B.1.a.v
	vi. Statement of Financial Resources	0 or 5	B.1.a.vi
	vii. Statement of Project results	0 or 5	B.1.a.vii
	viii. Bibliography	0 or 5	B.1.a.viii
	b. Project Summary	Up to 80	B.1.b
	i. Originality of the Project approach	Up to 20	B.1.b.i
	ii. Creative use of Social Network	Up to 15	B.1.b.ii
	iii. Creative use of Communication Tool #1	Up to 15	B.1.b.ii
	iv. Creative use of Communication Tool #2	Up to 15	B.1.b.ii
	v. Thoroughness of Project evaluation	Up to 15	B.1.b.iii
	c. The creative methods used to present the Project in the Album	Up to 20	B.1.c
	d. Effective presentation of the Project in the Album	Up to 10	B.1.c
2.	THE PRESENTATION	UP TO 90	
	a. Creative integration of the community need	Up to 20	B.2.a.i
	b. Creative integration of the Project processes	Up to 20	B.2.a.ii
	c. Creative integration of the Project results	Up to 20	B.2.a.iii
	d. Creativity of the Artistic Representation of a Social Network used in the Project.	Up to 30	B.2.a.iv
SIDE TRIPS			
		UP TO 60	
3.	SIDE TRIP 1	UP TO 30	
	a. Creativity and Originality	Up to 10	B.3.c.i
	b. Quality, Workmanship, or Effort that is evident	Up to 10	B.3.c.ii
	c. Relationship to the Project and/or Presentation	Up to 10	B.3.c.iii
4.	SIDE TRIP 2	UP TO 30	
	a. Creativity and Originality	Up to 10	B.3.c.i
	b. Quality, Workmanship, or Effort that is evident	Up to 10	B.3.c.ii
	c. Relationship to the Project and/or Presentation	Up to 10	B.3.c.iii

Tournament Data Form

projectOUTREACH®: Dynamic Networks

Page 1 of 2

Team Name: _____ Team Number: ____ - ____

School/Organization: _____ Level: ML SL UL

Dear team and Team Manager(s): Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly.

PART ONE:

Required Paperwork: At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

Your team needs:

- ☐ Five copies of this completed two-page *Tournament Data Form*. Be sure to copy both pages of this form. This is PAGE ONE of the form. Page Two may be copied onto the back of this sheet.
- ☐ Two copies of the completed *Declaration of Independence*. Blank copies of this form can be found in the *Rules of the Road*. One copy of this form is for *Team Challenge*, the other copy of is for you to take to *Instant Challenge*.
- ☐ One copy of the completed *Expense Report*. This form can be found in the *Rules of the Road*. Be sure to bring copies of your receipts in case you are asked for them, but it is not necessary to attach them to the form.
- ☐ Team Identification Sign: This will tell the Appraisers and the audience who you are. It must list your Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be scored. See the *Rules of the Road* for more information.
- ☐ Published Clarifications: We have read and are aware of the Published Clarifications on www.IDODI.org.
- ☐ One copy of the Album, including the one-page Project Summary.
- ☐ One additional copy of the one-page Project Summary.

PART TWO: Brief Description of Side Trips

Side Trip 1 : What is your Side Trip? _____

Please write a brief description of your Side Trip. Make sure that Appraisers know exactly what you want them to evaluate. What would you like them to know about the Side Trip?

Side Trip 2 : What is your Side Trip? _____

Please write a brief description of your Side Trip. Make sure that Appraisers know exactly what you want them to evaluate. What would you like them to know about the Side Trip?

Tournament Data Form

projectOUTREACH®: Dynamic Networks

Page 2 of 2

Team Name: _____ Team Number: _____ - _____

School/Organization: _____ Level: ML SL UL

PART THREE:

1. Briefly state the Community need your team addressed in your Project.
2. Briefly state the major goals of your Project.
3. Briefly describe the Artistic Representation of one Social Network your team used in your Project.

Project History Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ _ - ____ _

☐ New Project (no further entries are need)

☐ Continuing Project

Briefly describe the activities and accomplishments of this Project in prior years.

Planning Process Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ ____ ____ - ____ ____ ____ ____

Please record the process you used to select a Community need and to set the activities, budget and goals of your Project.

Project Timeline Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ _ - ____ _

Please provide a timeline of the main activities in your Project.

Project Activities Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ ____ ____ - ____ ____ ____ ____

Describe the activities you used to implement your Project and the people (including the team) who participated and how they participated.

Community Partners Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ _ - ____ _

Identify Community Partner(s) (if any) and describe how you mobilized others to help you reach more of your Project goals.

Financial Resources Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ _ - ____ _

Describe the Project's funding, including how you obtained the funds, who provided the funds, and how they were used or distributed.

(Note: This is separate from the cost of the Tournament components of this Challenge. There is no cost limit for the Project. The expenses for the Tournament Presentation and the Album are limited to a maximum of \$125US and must be listed on the *Expense Report*, which can be found in the *Rules of the Road*.)

Project Results Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ _ - ____ _

Describe quantitative and qualitative evidence for each of your Project's activities, as well as the overall impact of your Project. These are the facts and figures of the impact your Project had. Don't forget to take credit for the unintended consequences, too!

Bibliography Form

projectOUTREACH®: Dynamic Networks

This form is also available for download in Microsoft Word format at www.IDODI.org in the Resource Area.

Team Name: _____ Team Number: ____ ____ ____ - ____ ____ ____ ____

List the sources (including Web sites) you used in your research.